

1

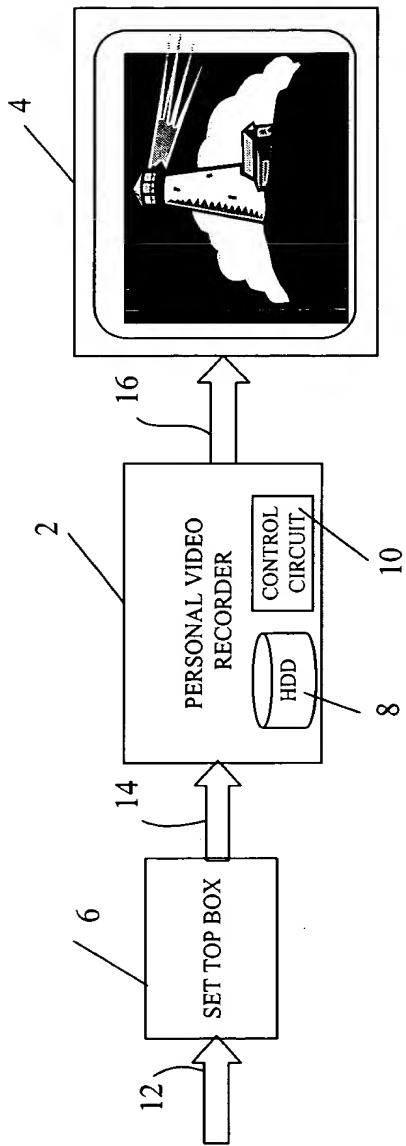


FIGURE 1

FIG. 2 is a flowchart illustrating a process for receiving and storing video data. The process begins at a START block (28), which leads to a RECEIVE STREAM OF VIDEO DATA block (30). This block leads to an ADD NUMBER OF BYTES block (32), which leads to a STORE MODIFIED TRANSPORT PACKET block (34). Finally, the process ends at an END block (36).

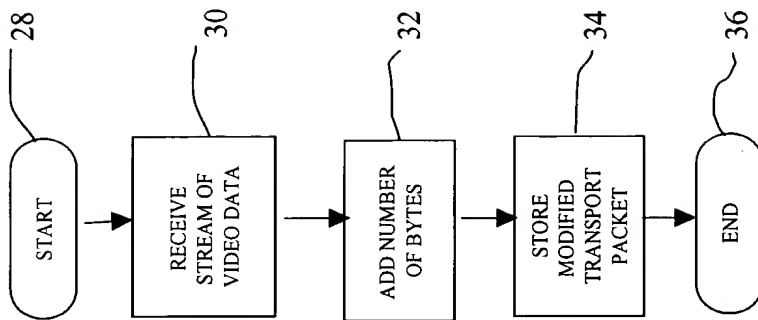


Figure 2

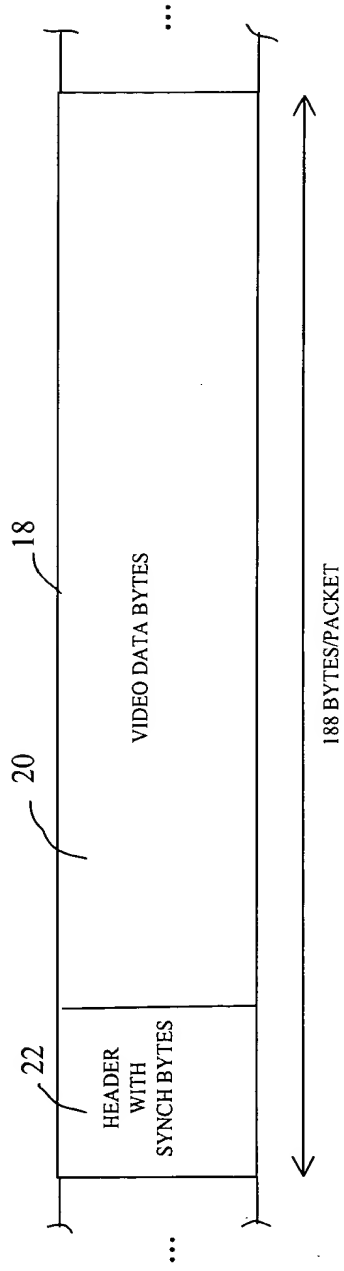


Figure 3A

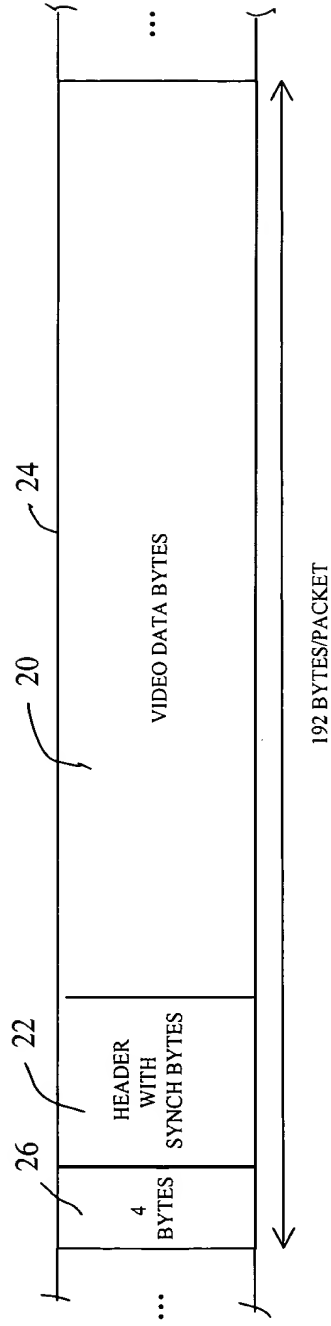


Figure 3B

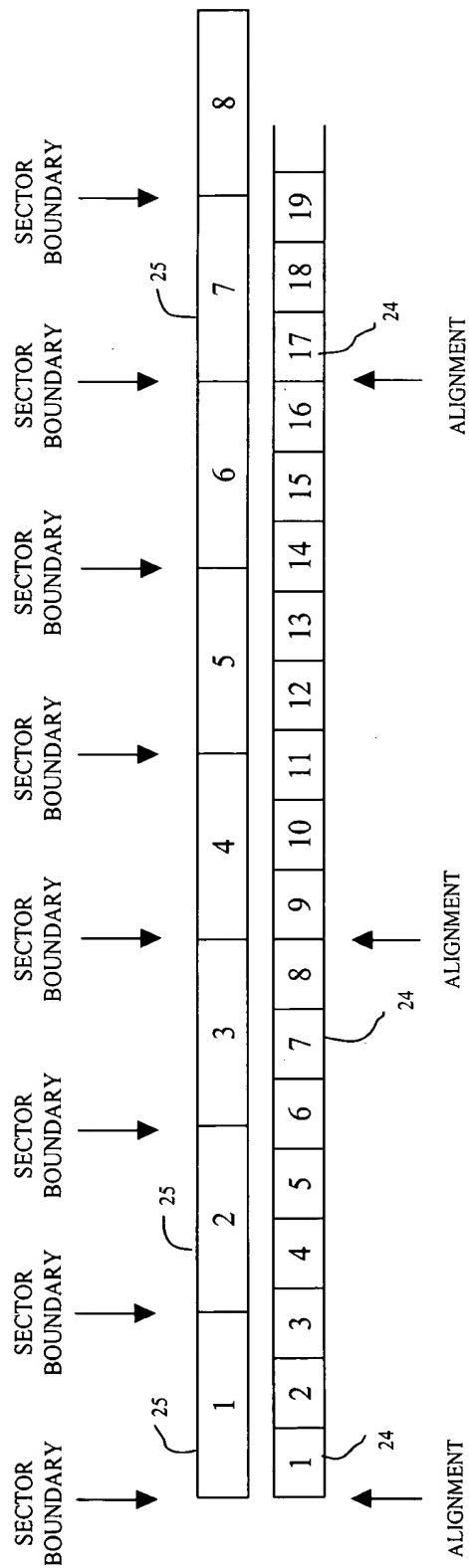


FIGURE 4

